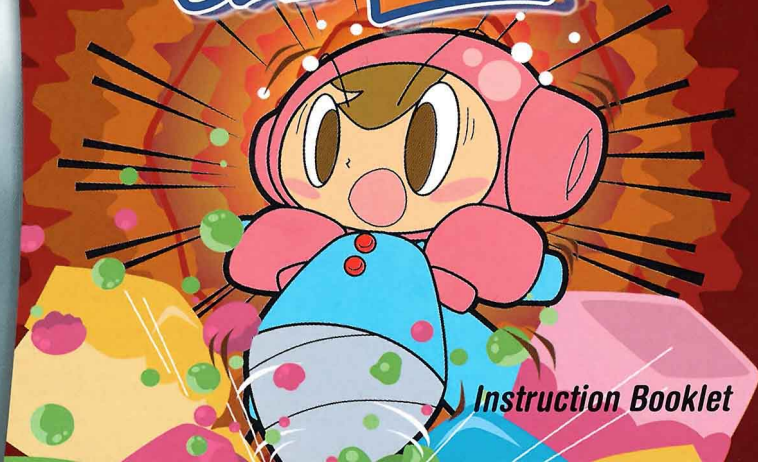


GAME BOY ADVANCE™

AGB-AD2P-EUR

Mr. DRILLER™ 2



Instruction Booklet

LICENSED BY



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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVÉ CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIÈRE DE FABRICATION, DE FIABILITÉ ET SURTOUT, DE QUALITÉ. RECHERCHÉZ CE SCEAU LORSQUE VOUS ACHÉTEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITÉ AVEC VOTRE SYSTÈME GAME BOY.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUCT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELLEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERAR ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

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STORY

In 20XX AD the Earth was suddenly struck by a mysterious swarm of Blocks. Only the heroic efforts of Susumu saved the planet from annihilation. Peace returned. But peace was not to last. Sitting happily at home with is dog Puchi, Susumu heard the news of another mysterious outbreak of Blocks!
As Susumu prepared once again into the Blocks he heard a voice behind him...



HOW TO PLAY MR.DRILLER™ 2

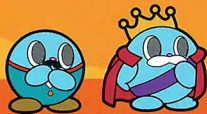
In this game, the player controls either Susumu or Anna. Blocks of any colour can be broken (except Hard Blocks), or can also be combined and eliminated. The player needs to advance as far as possible. When drilling deep down in the earth, you'll need Air to catch your breath. Recharge your Air Supply whenever you find Air Capsules.

Careful, if you break Blocks thoughtlessly, you might cause other Blocks to fall onto your character.

HOW TO START THE GAME

On the Title Screen, press any button to go to the Main Menu Screen, and choose a character or a game mode you want to play.

If you're playing the game for the first time, go to the Player Name Screen to enter a Name.



CONTROLS

L Button / R Button

Break Blocks

+ Control Pad

Select options in menus, Move character

A Button

Confirm selection, Break Blocks

B Button

Cancel selection, Break Blocks

START

Display Pause Menu

To Climb onto a Block, hold down the + Control Pad in its direction: the character will climb onto automatically



1P DRILLER

From here you can choose from three game modes - Mission Driller, Endless Driller and Time Attack Driller.

MISSION DRILLER

Drill towards the Goal, deep underground in the Earth. There are three Stages in Mission Driller. The depth of the Goal, and the number of Blocks is different for each Stage. You lose one life if your character is crushed under a Block or your Air supply falls to 0%. It is Game Over if the number of Lives falls to 0. The game is Cleared when you reach the designated Goal.

India

EASY. The Goal is set at a depth of 500m.

America

NORMAL. The Goal is set at a depth of 1000m, with an increased number of Blocks.

Egypt

HARD. The Goal is set at a depth of 2000m, and the game is more difficult.

The Mission Driller Screen displays the following information:

- Name of the current Stage.
- Your current depth.
- Your current Score.
- The Air Supply you have left.
- Number of remaining Lives.

PAUSE MENU (ALL GAME MODES)

Press START during the game to display the Pause Menu. You will have access to the following options:

- **Continue** Return to the current game screen.
- **Freeze** Save current game and interrupt the game.
- **Retry** Restart the current Stage from the beginning.
- **Select Stage** Return to the Select Stage Screen.
- **Quit** Return to Title Screen.



ABOUT BLOCKS

Be careful when you break a Block at the bottom of a pile - the Blocks above can fall onto your character. Blocks of the same colour (including X-Blocks) stick together, and disappear if more than 4 are combined. As the character drills deeper, Blocks dividing Levels appear every 100m. Breaking these Blocks clears the current Level and leads to the next. In each new Level, Air decreases faster and Blocks fall faster than in the previous Level.

* X-Blocks

It can be broken if your character drills 5 times. Breaking them reduces your Air by 20%. Be careful not to break an X-Block when your Air is less than 20%!

* Crystal Blocks

Crystal Blocks disappear after a certain time. They might cause other Blocks to fall when this happens. They can be broken like other normal Blocks.



AIR SUPPLY

Your Air Supply decreases progressively throughout the game. Try to replenish the Air Supply with the Air Capsules that you can find throughout the Stages

AIR SUPPLY WARNING

This warning appears when your Air Supply has fallen below 30%.

COUNTDOWN

The Air Supply Countdown starts at 5%; when your Air Supply is about to run out, at 0% one Life is lost.

TUP

When you reach certain scores in each Stage, the next Block you break releases a TUP Undergrounder. It gives you one additional Life.

ABOUT SCORES

In Mission Driller, your Score is displayed on the game screen. Each broken Blocks gives you 10 points. Blocks combined and eliminated give you 30 points for each Block. Air Capsules are

STAGE GOALS

worth 100 points, and increases by 100 points with each additional collection. The more Air Capsules you pick up, the more points you score!

GAME CLEARED!

RESULTS

If you get a Game Over, or reach the Goal, the Results Screen appears to show your scores and depth you drilled down to. Getting Driller cards

GETTING DRILLER CARDS

If you get a Game Over, or reach the Goal, the Results Screen appears to show your scores and depth you drilled down to.

MR. DRILLER BADGE

If you clear Mission Driller with no Misses, or achieve a specific score, you can receive a Mr. Driller Badge and Bonus Points will be added to your score.

ENDINGS

When your character reaches the Goal, an Ending appears. Previously seen Endings can be viewed again in the Options Screen.

GAME OVER

Game Over occurs if the Goal is achieved or if you lose all your Lives.



ENDLESS DRILLER

It is a mode where you drill endlessly until you use up all your Lives.

There are 3 levels of Difficulty, Easy (5 lives), Normal (3lives), and Hard (1 life).

The Endless Driller Screen displays the following information:

- Your current depth.
- The greatest depth your character has achieved.
- The Air Supply you have left.
- Number of remaining Lives.

** At certain depths in each Level, a TUP Undergrounder appears, giving you one additional Life.*



TIME ATTACK DRILLER

Your character must drill towards the Goal within a limited time over different Courses.

SELECT COURSE

Select one of the four Courses. If you beat the Time Limits on all four courses, new courses will become available.

COURSE PREVIEW

Use this Preview Screen to study the different Courses before you play the game.

THE TIME ATTACK SCREEN

displays the following information: In this mode, the Time Limit and the elapsed Time are shown instead of the Score, Air Supply Gauge, and Lives. Also, Time Items appear instead of Air Capsules.

- Your current depth.
- Time elapsed since the beginning of the game.
- Best Clear Time for this Course.
- Time given at the outset to complete the Course.
- X-blocks can be broken if your character drills 5 times, but 5 seconds are added to your Time.
- Hard blocks cannot be eliminated.
- When Time item is picked up, the number shown is subtracted from your Time..
- When Flip is picked up, the screen flips horizontally.
- When Rotate is picked up The screen rotates 90 degrees.
- When a Crystal is picked up Crystal Blocks are created.

ENDINGS

If you clear all 10 Courses in Time Attack Driller, an Ending appears. Also, by pushing the R Button in the Select Course Screen, you can attempt other hidden and more difficult Courses...



HOW TO CONNECT TWO GAME BOY ADVANCE™ CONSOLES

Connect two Game Boy Advance™ using a Game Boy Advance™ Game Link™ cable:

You need:

- 2 Game Boy Advance™
- 2 Mr.Driller™2 Game Paks
- 1 Game Boy Advance™ Game Link™ cable



HOW TO CONNECT

1. Ensure that the power on both consoles is switched OFF and insert a Game Pak into each console.
2. Plug the Game Boy Advance™ Game Link™ cable into the extension connector of each console.
3. Turn ON the power on both consoles.
4. See "2P Driller" for further instructions.

* The console linked via the smaller plug is Player 1.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.



2P DRILLER

Two players can play each other head to head by connecting two Game Boy Advance™. Basic functions are the same as for Mission Driller, but new functions, such as the Attack Item, are added.

Before playing 2P Driller, connect two Game Boy Advance™. Next, select the 2P Driller Mode. The Start Communication Screen will appear. Select 'YES' to continue. Select 'NO', or press the B Button to return to the Main Menu Screen. Set Difficulty and Lives on the Select Difficulty Screen.

2p Driller screen displays the following information: You can consult your remaining Lives and Air Supply, as well as those of your opponent.

GET ITEMS!

- Indicates your opponent position. If your opponent is off the screen, an arrow indicates their position.
- Air Supply you have left.
- Lives you have left.
- Air Supply your Opponent has left.
- Lives your Opponent has left.

GET ITEMS!

In 2P Driller Mode, you can get items that can lead your Opponent to make a Miss. Items have different levels and become more effective as their level increases. The more you collect the Items, the higher the level becomes, up to a maximum of 5 levels.

FLIP

Flips your opponent's screen horizontally.

ROTATE

Rotates your opponent's screen 90 degrees.

CRYSTAL

Creates Crystal Blocks on your opponent's screen - they disappear after a certain time.

** When a 2P Driller game is completed, the Results Screen appears. This displays the current Link Game Results and Total Link Game Results of both players.*

RECORDS

This displays the record of your Best Results in the different game modes. Each mode has own individual record. Select the mode for which you want to see and confirm by pressing the A Button. When the score is displayed, press the B Button to return to the previous screen.

- Records for the 1P Driller Modes are recorded separately for the three different modes.
- You can view Records such as the Number of Games played.
- The Endless Driller Record shows your Best Result and Average Depth.
- The Time Attack Driller Record shows the Number of Games and the Best Result for your Clear Time.
- The 2P Driller Record shows the Link Game Results in the VS Mode.

** Select Totals to see the total distance drilled by your character, your total playing time, and how many times your character has been crushed by Blocks.*



OPTIONS

Lets you change some settings. You can also view previously seen Endings and the Driller Cards that you have collected.



DRILLER CARDS

Select Driller Cards to view the cards that you have collected during the game. There are 20 cards in total to collect. In the Options Screen you can also choose a Driller Card not yet collected in order to see what you need to achieve to win it.



BUTTON CONFIGURATION

You can reconfigure your controls here.



ENDINGS

See the Endings for the Stages you have cleared. Each character has individual Endings.



CHANGE NAME

To change the player Name you entered previously.



CLEAR DATA

To delete all data except your player Name.



Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE “POPPING” SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [–] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



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